

# RPG of Three

by Tom Walker

## Characters:

- Describe them.
- Assign 3 points across:
  - Strength
  - Dexterity
  - Smarts
- Items / feats: Each character starts with 3 but will gain more.
  - Examples: Huge axe, Elf-eyes, Magic staff, Berserk rage, Loads of money, Beguiling scent, Healing potion, Ten-foot pole, Henchman Bob, My father's rapier, Fairy godmother, Influence at court etc.

## Actions:

- Describe it.
- GM decides if fiction allows, and sets target number:
  - Easy: automatic pass (characters are heroes)
  - Challenging: 3
  - Difficult: 4
  - Heroic: 5
  - Virtually impossible: 6
- Roll any number of Fate dice (plus-blank-minus).
  - Plus = one success,
  - Blank = one complication,
  - Minus = one failure.
- Take the relevant ability score and change that many dice to any value (usually a failure or complication to a success).
- Use any relevant item or feat (once per encounter) to change another single die.
- If: successes – failures  $\geq$  target number, you succeed with the given number of minor complications.
- If: success – failures  $<$  target number, you fail with the given number of minor complications, or fail spectacularly (GM's choice).

## Quests:

- Limit the losses on the Mad Queen's crusade.
- End the Snow Princess' year-long winter.
- Protect the village from the wart-elephant migration.